

Abstract

Title: Analysis game performance in attack

Objectives: The aim of this following diploma thesis is to analyse all shooting attempts of the game (without standard situations) the finalists in all their matches in the European Championship 2012 in Poland and Ukraine.

While watching a statistically expressed by means of tables and graphs other activities preceding the very end, as the way of the attack, the number of players involved, the success rate of shooting, etc. Then the two teams to compare them and find in their game analogous situations leading to termination, their graphical capture and create applications in the training process.

Methods: In this following work was use the method of indirect observation of teams matches Spain and Italy at Euro 2012, the videos are available on the website of Czech Television. During observations, we recorded various quantitative indicators into the prepared forms and simplified them graphically.

Followed by a quantitative analysis of recorded data (quantitative research, see below), the creation of tables and graphs and then qualitative research and the graphical representation of analogous situations ending offensive firepower, describing the critical points.

Results: The results point to the representation of different systems of attacks during events ended with gunfire two most successful teams of the European Championship 2012, ending what had success, as was done, and much more. Further illustrate the analogous situation during the offensive action teams of Spain and Italy and most occurred redundancy. Last but not least, these situations are graphically displayed and created applications to the training process in the form of model situations.

Keywords: Football, game combinations, game participation, Italy, Euro 2012, offensive actions, shooting, attack systems, Spain